CLAIMS

We claim:

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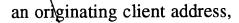
1. In an asymmetric network, a media server comprising:

an upstream manager coupled to said asymmetric network on a first channel said upstream manager including:

- a) means for receiving a first message from a client on said first channel, said first message identifying a requested service and an originating client address,
- b) means for assigning a second channel address to said client, said second channel address identifying a second channel different from said first channel for returning messages to said client, and
- c) means for routing said first message to said requested service; and

a downstream manager coupled to said asymmetric network on said second channel, said downstream manager including:

- d) means for receiving a second message from said requested service, said second message including said originating client address, and
- e) means for routing said second message to said client on said second channel.
- 2. In an asymmetric network, a media server comprising:
 - an upstream manager coupled to said asymmetric network on a first channel, said upstream manager including a first channel for receiving a first message from a client on said first channel, said first message identifying a requested service and



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- a connection service for assigning a second channel address to said client, said second channel address identifying a second channel different from said first channel for returning messages to said client, and
- a downstream manager coupled to said asymmetric network on said second channel, said downstream manager including an interface for receiving a second message from said requested service, said second message including said originating client address, said downstream manager including logic for routing said second message to said client on said second channel.
- 3. In an asymmetric network, a downstream manager coupled to said asymmetric network on a downstream channel having a predetermined bandwidth, said downstream manager comprising:
 - a) a real time queue for storing a plurality of requests for real time data streams;
 - b) a non-real time queue for storing a plurality of requests for non-real time data; and
 - c) means for servicing said plurality of non-real time requests concurrently with servicing said plurality of real time requests on any bandwidth of said downstream channel not used by said plurality of real time requests.
- 4. The media server as claimed in Claim 1 wherein said first message is a remote procedure call.